

Edmonds Parks, Recreation and Cultural Services Department

Outdoor Grass Volleyball League Rules

(2018)

Rule 1: Only the playing captain or coach may ask for a time out or substitution and only when the ball is “dead” (not in play). Each team is allowed one thirty second time-outs in each set. They may be called back to back. Individual sanctions may be assessed against a player or coach for a variety of unsporting like actions during or between the games including: shouting at an opponent; addressing officials about their decisions; trying to distract an opponent; or coaching in a disruptive manner.

Rule 2: All players must wear footwear. No spikes or cleats are allowed. No jewelry is allowed except medical bracelets. All other jewelry must be taped to avoid hazards to other players. No casts or hard splints or braces are allowed on the upper body no matter how much padding is used. Only soft bandages and tape are allowed. An injured player has 15 seconds to decide whether to continue playing or exit the game. After 15 seconds, the team must take a time-out or replace the player.

Rule 3: Games consist of 3 sets, 2 to 25 and last one to 15. Games are rally scoring. Team record wins and losses determine seeding at end of season tournament. Spin of the ball before match for serve, receive or side. All play will stop on the court as soon as an injured player or an object is noticed on the court. A replay is called when the game is resumed. Any delay of the game may warrant a sanction.

Rule 4: Teams will be comprised of a minimum of 3 players and a maximum 4 on the court. No more than two men may be on the court at one time and teams have to have at least one male on the court to play. IF THERE ARE THREE (3) HITS ON A SIDE (BLOCK DOES NOT COUNT AS A HIT) ONE OF THE HITS MUST BE BY A WOMAN. There is no requirement for a male player to contact the ball, regardless of the number of hits by a team. There is no restriction preventing all three team hits from being made by female players. Therefore, after a block, a male player may play the ball back over the net as such contact would be considered the first team hit. Forfeit of 1st game is five minutes after scheduled start time, forfeit of 2nd game is ten minutes after scheduled start time, forfeit of all remaining games and match is 15 minutes after scheduled start time. All games will start 5 minutes after the previous game ends. A forfeit will be called when a team does not show to play when called. Warm up on your own time. Both teams must agree on a ball, use the best one you’ve got. The first team to 25 or 15 points wins the game, but you MUST WIN BY TWO.

Rule 5: Service is anywhere along the back line. While players must maintain their serving order and alternate between male and female to serve, there are no determined positions on the court. Poles serve as antennae. The serve is surrendered to the other team when any of the following service faults occur: ball is tossed/released by the server and is caught or lands without being touched (no other service attempt is permitted), ball goes under the net, ball touches the antenna, the served ball does not stay within the

imaginary lines created by the antennas, the ball touches a player before crossing the net, the ball lands outside the court, or the server is standing on the end line. "Let Serve is OK".

If a player serves out of turn, the team loses service and any points won during those services. The players must move back to correct positions. Teams must alternate first serve of a new game. The receiving team must not be screened from seeing the serve. The teammate of the server must not prevent either opponent, through screening, from seeing the server or the path of the ball. On the opponent's request, they must move sideways. Jump serves are allowed providing the jump is taken while the server is in the proper service area regardless of whether the server strikes the ball while over the court or not. Teams switch sides at 5 or 10 points depending on the number of points played.

Rule 6: A team is allowed a maximum of three contacts to get the ball back over the net. All contacts count whether deliberate or not, as well as accidental contact such as off a player's body. A block doesn't count as a touch. You cannot block or attack a serve above the height of the net. Blocking of a serve is not legal. Penetration will be allowed on the block and on the attack follow through. Players may pass the ball off their own block. The ball may touch any part of the body. An overhand pass (otherwise known as a "set") that goes over the net without being legally contacted by a teammate, must have a trajectory that is perpendicular to the line of the shoulders (ie. Side-setting teammate is OK; side-setting over the net is illegal). **HOWEVER, NO DOUBLE CONTACT WITH FINGER ACTION ALLOWED ON SERVE RECEIVE.** (The reason why people tend to make sure their hands are together on serve receive is because VERY FEW people will be able to perfectly set a received serve.) Any dig is legal if you don't catch or carry it or attempt to set the ball with any finger tip action (similar to indoor rules). In defensive action of a hard-driven ball, the ball can be held momentarily overhand with the fingers. Plays involving finger action require special attention. If the play is defensive and reactive in nature, as in the case of a hard-driven ball, momentarily held or double-contacted balls are not considered faults. Furthermore, this may apply to the second touch of a team if the block contact was slight and the ball is still a hard-driven attack, or to the defensive action (team first contact) after a ball has been blocked. If the player decides/intends to employ finger action, as in the case of off-speed attack defense or setting, the action must be "clean."

No open handed dinks or tips directing the ball with the fingers. Spin on the ball should not be as much a factor as facing the set as long as the ball cleanly leaves the hand.

Rule 7: A ball, other than a served ball, that hits the net between the antennas may be played again. To be legal, the ball must cross the net entirely between the antennas or their imaginary indefinite extensions. Any player contact with the net is a fault except if the ball was hit into the net with such force that the net struck the player. If both opponents hit the net at the same time, a replay will be called. Touching the net supports accidentally isn't a fault. A player may enter into the opponent's space, court and/or free zone, provided that this does not interfere with the opponent's play. Attacking players

may hit a ball back to a member of the attacking team even if it has penetrated the vertical plane of the net providing the entire ball has not broken the vertical plane of the net.

Rule 8: League Director has the authority to revise or amend league rules for the good of the league. The judgement of the field supervisor is final and not subject to protest. Only a captain/coach may challenge the interpretation of a rule, and may do so only prior to the first serve after the play in which the disagreement occurs. Honor calls will be accepted. If a dispute on a call is made and can't be resolved immediately it is an automatic replay.

Rule 9: In case of rain, staff will make a decision at **3:30pm** whether to continue evening matches. Safety is of paramount importance! For rain out information call 425-771-0229 after 3:30pm and listen for message on voice mail. If no message assume we are playing. We will make an effort to contact teams if we do postpone and reschedule games. **GAMES THAT ARE RAINED OUT WILL BE REPLAYED THE FOLLOWING WEDNESDAY.** League rosters must be turned in by the 2nd night of league play.

Rule 10: Anyone who plays in playoffs must have played previously during the regular season. Unexpected emergency exceptions to be decided by the league administrator.

Rule 11: All teams are requested to take down their court after the final game in the match is played.

Updated 5/17